Fig. 30 graphically illustrates an example data structure in the form of a hierarchical tree structure that represents the project of Fig. 29.

Figs 31-38 graphically illustrate various matrix switch programming grid states at select points in generating and configuring the matrix switch to implement the media processing of Fig. 29.

Fig. 38 illustrates an example matrix switch suitable for use in the media processing project of Fig. 29, according to one described embodiment.

Fig. 38a graphically illustrates an example data structure in the form of a hierarchical tree structure that represents a project that is useful in understanding composites in accordance with the described embodiments.

Fig. 39 is a flow diagram that describes steps in a method in accordance with one described embodiment.

Fig. 40 illustrates an example method of generating a filter graph, in accordance with one aspect of the present invention.

Fig. 41 graphically illustrates an example reuse list, according to one aspect of the present invention.

Fig. 42 illustrates an example method for source combining in support of the method introduced in Fig. 40, according to one embodiment of the present invention.

Fig. 43 graphically illustrates a timeline representation of source combining introduced in Fig. 42.

Fig. 44 illustrates a block diagram of an example render engine utilizing a segment filter, in accordance with one aspect of the present invention.